

Rendering Statuses

Here is a explanation of the meaning of the rendering statuses indicated in the 3Delight Cloud Dashboard (located in 3Delight Display's Sidebar).

	STARTED	MINUTES	CORES	STATUS
M	15:56	58 min	1008	Rendering
🔄	12:56	4 min	120	Starting
▶ M	00:25 ^{-2d}	1,058k min	36144	✕
③	10:05	-	-	Syncing
③	09:23	411 min		Completed

Rendering processes shown in the 3Delight Cloud Dashboard

Syncing	Indicates scene data are being uploaded to the cloud. (The duration depends on the scene size and the extent of the changes since the previous cloud render.)
Starting	Indicates a rendering process is in the initialisation phase (i.e. commissioning of resources and starting the rendering application). (This can take from 0 to 30 seconds.)
Parsing	It indicates the rendering has started parsing the scene (reading and building the data structures for the ray-tracing algorithm). (The duration depends on the size and complexity of the scene.)
Rendering	The rendering has started to compute pixels.
Completed	The rendering finished normally.
Cancelled	The rendering was cancelled by the user.
No service	The rendering was cancelled due to no service availability (after a short while waiting). This should rarely occur and applies only to interactive preview renderings.
Stopped	The rendering was stopped due to an account with insufficient credit or absence of cloud access privilege.
Aborted	The rendering finished abnormally (eg. aborted by the user or has crashed).
The following applies only for <u>batch/sequence</u> rendering.	
! service	The rendering is waiting for resources to become available. This should rarely occur. This is unlike the "No service" status for interactive preview rendering; in batch/sequence rendering it will wait indefinitely for the service to become available.
! spending	The rendering is waiting for other images to be completed before starting. If it did start, it would exceed the user's spending rate limit (specified in the user's account settings).

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The rendering is waiting for other images to be completed before starting. If it did start, it would exceed the download capability. I.e. other images are already rendering and are maximizing the download capability of the internet connection, so there is no point rendering more simultaneously.

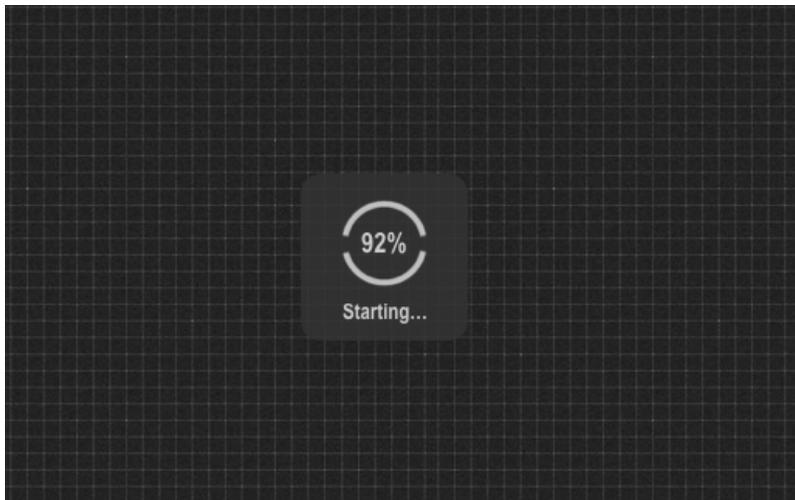
What about the status for a sequence of images?

The status indicated for a sequence of images is a selective indication of the statuses of the underlying images. Since the images in the sequence can be in different statuses, we select what we consider is the most indicative status to report. This is done using the following priority assessment and logic:

1. First, is there any images in the following status: *Syncing*, *Starting*, *Parsing* or *Rendering*? If so, the most advanced stage among these is reported as the status for the whole sequence. As a result, most often, *Rendering* will be indicated.
2. Then (it means there is no activity), is there any images in the waiting for service status (*! service*)? If so, it will report as such for the whole sequence.
3. Then (no activity and nothing waiting), is there any images in the following status in this order: *Aborted*, *Stopped*, *Cancelled*? If so, it will report that status for the whole sequence. Note: it must be understood that we prioritise indicating any ongoing activity (or even waiting for such activity) over interruptions.
4. Lastly, if any images are in the status *Completed*, we report the status of the whole sequence as such. This means for a sequence to obtain such status, there should be no activity, nothing waiting, and no premature image termination.

Image View of 3Delight Display

When launching a rendering, you will be presented a progress indicator in the image view after a few seconds (if the image does not appear immediately).



The image view of 3Delight Display

The indicator goes through two stages as indicated:

Syncing...	It indicates that scene data is being uploaded to the cloud. (The duration depends on the scene size and the extent of the changes since the previous cloud render.)
Starting...	It indicates the rendering process is in the initialisation phase, including reading and parsing the scene.

In the future, we may report the *Starting* stage in two steps for a more detailed update. If so, the indicator would go through three stages:

Syncing...	It indicates that scene data are being uploaded to the cloud. (The duration depends on the scene size and the extent of the changes since the previous cloud render.)
Starting...	It indicates the rendering process is in the initialisation phase. (This can take from 0 to 30 seconds.)

Parsing...

It indicates the rendering has started parsing the scene (reading and building the data structures for the ray-tracing algorithm).
(The duration depends on the size and complexity of the scene.)